

ABSTRACT

A method of playing a game that requires a plurality of players to interactively communicate. The method includes: providing a player-in-turn with a hypothetical situation; the player-in-turn presents an analysis of what should be done in the hypothetical situation and provides reasoning supporting the analysis to at least one player-out-of-turn; each of the at least one player-out-of-turn evaluates the analysis and the reasoning of the player-in-turn and assigns a score to the player-in-turn based on the evaluation; and using the score to generate a ranking of the player-in-turn at the end of the game.